For: Melissa Bakke

Assignment: Racing Car Exercise 15.29

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| **Screenshot(s)** |
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| **Code** |
| package racing.car.exercise.pkg15.pkg29;  import javafx.animation.PathTransition;  import javafx.application.Application;  import javafx.geometry.Pos;  import javafx.scene.Scene;  import javafx.scene.control.Button;  import javafx.scene.layout.Background;  import javafx.scene.layout.BorderPane;  import javafx.scene.layout.HBox;  import javafx.scene.layout.Pane;  import javafx.scene.paint.Color;  import javafx.scene.shape.\*;  import javafx.stage.Stage;  import javafx.util.Duration;  /\*\*  \* Class: RacingCarExercise1529  \* Developer: Melissa Bakke  \* Date: 02/09/2017  \* Purpose: Program that simulates a car racing  \*/  public class RacingCarExercise1529 extends Application {  @Override  public void start (Stage primaryStage) {  // Create a pane  BorderPane pane = new BorderPane();  pane.setBackground(Background.EMPTY);    //Create car parts and add them to the pane  Pane carPane = new Pane();  Circle rearTire = new Circle(15, 100-5, 5, Color.GRAY);  Circle frontTire = new Circle(35, 100-5, 5, Color.GRAY);  Rectangle carRec = new Rectangle(0, 100-20, 50, 10);  carRec.setFill(Color.LIMEGREEN);  Polygon carTop = new Polygon(10, 100-20, 40, 100-20, 30, 100-30, 20, 100-30);  carTop.setFill(Color.RED);  carPane.getChildren().addAll(rearTire, frontTire, carRec, carTop);  pane.setBottom(carPane);    // Create pause/resume button  HBox paneForButtons = new HBox(20);  Button btPauseRes = new Button("Pause/Resume");  paneForButtons.getChildren().addAll(btPauseRes);  paneForButtons.setAlignment(Pos.TOP\_CENTER);  pane.setTop(paneForButtons);    // Create a path transition  PathTransition pt = new PathTransition(Duration.seconds(15), new Line(200, 25, 550, 25));  pt.setNode(carPane);  pt.setCycleCount(PathTransition.INDEFINITE);  pt.play();    // Pause when button is pressed, resume when released  btPauseRes.setOnMousePressed(e -> pt.pause());  btPauseRes.setOnMouseReleased(e -> pt.play());    // Up arrow makes car go faster, down arrow makes car go slower  pane.setOnKeyPressed(e -> {  pt.stop();  switch (e.getCode()) {  case DOWN: pt.setDuration(pt.getDuration().add(Duration.seconds(2))); break;  case UP: pt.setDuration(pt.getDuration().subtract(Duration.seconds(2))); break;  }  //System.out.println(pt.getDuration());  pt.play();  });    // Create a scene and place it in the stage  Scene scene = new Scene(pane, 400, 100);  primaryStage.setTitle("DisplayClock");  primaryStage.setScene(scene);  primaryStage.show();  }  /\*\*  \* @param args the command line arguments  \*/  public static void main(String[] args) {  Application.launch(args);  }    } |